

# Lakunta Tillis

Spring, TX 77379  
469-592-9803  
kt\_tillis@hotmail.com

## SENIOR UI DEVELOPER | SOLUTIONS ARCHITECT

Dynamic and results-driven front-end leader with 15+ years of experience architecting innovative, scalable, and user-centric digital solutions. Proven success in delivering complex applications across mobile, web, and enterprise environments. Skilled in building high-performing teams and driving strategic technical initiatives that align with business goals. Recognized for transforming creative vision into polished interfaces through collaboration, agile methodology, and advanced development frameworks.

## TECHNICAL PROFICIENCIES

- **Frameworks & Libraries:** AngularJS, Angular 2-19, React, Ionic, Capacitor, Cordova, Node.js, RxJS, Next.js, Redux, Greensock, Tailwind, Bootstrap,
- **Languages & Platforms:** HTML5, CSS3, JavaScript, TypeScript, PHP 5-7, SQL, MongoDB, DynamoDB, xCode, Android Studio,
- **Backend:** Postgre, MySql, Apache, Tomcat
- **UI/UX Tools:** Figma, InVision, Zeplin, Adobe AEM
- **CMS & DevOps:** AEM, Contentful, Hybris, Jenkins, SonarQube, Selenium, Docker, Apache, cPanel, Linux
- **Mobile & Testing:** Xcode, Android Studio, Perfecto, Karma, Jasmine
- **Cloud & Architecture:** AWS (Lambda, S3, Serverless), Net Storage, Azure, Firebase
- **Project Management:** Agile, Kanban, Scrum, Jira, Confluence

## PROFESSIONAL EXPERIENCE

---

### Unifirst

Senior Angular Consultant

Aug 2025 - Current

- Redesign customer portal with new custom layout components
- Create and map components from SmartEdit using Spartacus (Angular)
- Responsible for modernizing the mobile design for all devices and platforms.
- Manage the entire front-end architecture and development process.
- Created modules and utilizing rxjs with hooks for efficient callback execution

---

### Signet Jewelers

Senior Architect III

Apr 2023 - June 2025

- Created content slots, pages, and components in Hybris for SmartEdit.
- Built components in Spartacus to map SmartEdit pages and templates to the app.
- Test API endpoints (Spartacus - occEndpoints) via OCC layer.
- Migrated Spartacus (Angular) from Accelerator to Composable storefront.
- Created POC in React for mobile app initiative.
- Used rxjs to handle all api calls and services including micro services.
- Lead the process flow for code development and design integration.
- Created TDD for dev team to start development on features in Confluence.
- Optimize API performance with lazy loading, SSR, and Hydration.
- Built custom schematics (package) to create unit tests for accessibility.
- Collaborated with XD Design team to convert Figma design specs to application UI.
- 80% code coverage for both unit testing and E2E.
- Lead the dev team in mobile app initiative using IONIC/Capacitor.

---

**Citi Group**

Application Developer

**Oct 2019 - Apr 2023**

- Implement Figma design specs in AEM components with React/Angular.
- Managed Bitbucket repo and implemented branching strategy.
- Conduct code reviews both local unit testing/E2E testing.
- Work with DevOps to build CI/CD pipelines including Jenkins, Sonar, Selenium.
- Responsible for documenting development processes and Confluence.
- Responsible for communication between Devs, Business Analyst, QA, and Product Owner.
- Implemented RxJS for control flow and state management application management.

---

**The Intersect Group**

Sr. UI Developer

**Aug 2019 - Oct 2019**

- Built custom components in Angular for ERCOT data grid.
- Built services to calculate data for analytics and measure lock points.
- Refactor old Angular application to Angular 8 and rebuild the data store for state management.
- Provided unit and end to end testing using Karma & Jasmine, Protractor.
- Work with Dev Ops in the deployment cycle including production outages when needed.
- Work with product owner/business analyst to define feature stories for sprints.
- Work with UX team to translate design specs to a working live application.
- Work with UX team to integrate grid using bootstrap and adding breakpoints with media queries in CSS.

---

**Sirius XM Radio**

SR UI Developer Lead

**Jun 2017 - Jul 2019**

- Work with UX Team to develop front end interface for telematics application (Back-End).
- Responsible for building services for telematics APIs in customer web portal
- Built Angular components and migrated from Angular JS controllers to components with Angular 8 code refactoring.
- Responsible for Git Hub repo and deployment process.
- Implement Adobe Analytics in telematics application to provide user data and analytics with service API's.
- Design and build for mobile and web app for wearables and head unit applications (OEM).
- SASS for building CSS templates and recycling design branding standards across the board.
- Agile Craft for sprint planning to execute effective and efficient deadlines.

---

**PARKLAND HOSPITAL**

Lead UX Designer

**June 2014 - April 2017**

- Front-end development for mobile hybrid applications using HTML5, CSS, and JavaScript/libraries.
- Frameworks included Angular.js for binding data with front to backend following MVC methods for SPA's (Single Page Application).
- Manage product design/development cycle with wireframing to code templates.
- Core technologies for mobile platform projects included Cordova/PhoneGap utilizing web 2.0 standards.

- Work with Executive VP & VP for implementing effective learning simulations for 10k+ employees.
- Setup Backend IIS & Apache Server using Microsoft and WAMP or LAMP with phpMyAdmin.
- Responsible for creating and designing Office of Talent Management intranet website/portal to control cost with vendor relations and employee engagement.
- Assisted Corporate Communications with system wide communications branding and development.
- Create E-Learning solutions to meet CIA (Corporate Integrity Agreement) compliance agreement with Parkland's key initiatives.

## TEXAS HEALTH PRESBYTERIAN RESOURCES

Nov 2010 - May 2014

Multimedia Specialist

- Managed all complex web graphic elements, mobile & interactive design concepts, and digital components for Texas Health system initiatives.
- Built *Virtual Reality* based Interactive Learning Simulation System in a corporate learning environment (Safe Workplace, Stroke Education and Diversity & Inclusion Simulations) using Blender and Unity 3D.
- Developed interactive learning content with emphasis on user experience satisfaction for the Learning Management System (LMS) that oversees 25K+ employees.
- Responsible for innovative gaming framework and curriculum for THR's Center for Learning and Career Development's custom courses for enterprise-wide deployment
- Partnered with CLO, VP, business analysts, and internal clients to understand the target audience and the user experience desired.
- Responsible for overall multimedia design standards and interactive corporate WBT/ILT/CBT based training.
- Utilizes Flash/ActionScript 3.0, HTML, HTML5, JavaScript, jQuery, CSS3, Photoshop.

## Mary Kay

Jan 2009 - June 2010

Lead UI Designer

- Designed and developed front-end applications and User Interaction for web pages with HTML, CSS, JavaScript, jQuery.
- Maintained website backend for external dependencies.
- Developed Test plans, Test cases and Test scripts as per the requirements.
- Responsible for innovative gaming framework and curriculum for THR's Center for Learning and Career Development's custom courses for enterprise-wide deployment
- Created interactive design proof of concept for mobile environment including Android and Apple iOS.
- Partners with CLO, VP, business analysts, and internal clients to understand the target audience and the user experience desired.
- Responsible for overall multimedia design standards and interactive corporate WBT/ILT/CBT based training.
- Successfully developed and deployed innovative marketing components consisting of interactive eLearning gaming for several mobile applications including iOS, Android, Blackberry covering both abstract and concrete concepts
- Utilizes Flash/ActionScript 3.0, HTML, HTML5, JavaScript, jQuery, CSS3, Photoshop.

## AT&T Training Center

Aug 2008 - Dec 2008

Training Module Developer

- Lead a team of five to create TCG management database for extension with LMS staging modules.
- Responsible for building online courses for trainees.
- Built training module interactions and animations with ActionScript using Flash.

- Retrieved feedback from stakeholder feedback to implement slideshow structure for the training courses.
- Developed internal database template/course data management in Excel.
- Designed and Built training video components.

---

## Choice Homes

Jan 2008 - Aug 2008

Flash Application Developer

- Responsible for the design and structure of website using CSS and PHP scripting (GUI and jQuery) for image animation for Choice Homes website.
- Designed graphics to enhance and build the floor plans for Choice Homes property locations using Photoshop/Illustrator
- Used Flash and Dreamweaver to build interface for the choice homes website for ultimate user experience.
- Designed animations for interactive applications.

---

## Wabidesigns

Jan 2005 - Jun 2008

Freelance Designer

- Responsible for creating 60% of the company's website interface/graphic design concepts.
- Responsible for creating 30% of the company's database using PHP/MySQL on an Apache Server
- Responsible for creating 10% XHTML graphical interface for company website CSS.
- Project Lead for phase 1 and phase 2 design concepts and back-end programming.
- Designed GUI layout structure in Photoshop for slicing to convert to XHTML and CSS.

---

## PORTFOLIO

[www.lrtillis.com](http://www.lrtillis.com)

---

## CERTIFICATIONS & SKILLS

### *Microsoft Certified Professional*

UX Design Specialist

Certified

### *Full Sail University*

Mass Media Communications

Certification